



CS305: Computer Architecture The Iron Law

https://www.cse.iitb.ac.in/~biswa/courses/CS305/main.html

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Performance: Time (Iron Law)

Time/Program =

Instructions/program X cycles/instruction X Time/cycle

Source codeISAmicroarch.Compilermicroarch.technologyISA

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Instructions/program X cycles/instruction X Time/cycle

(∑ IC(i) X CPI (i)) X Time/cycle

Computer Architecture

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Program p = one billion instructions Processor takes one cycle per instruction Processor clock is 1GHz

CPU time = 10^{9 instructions} X 1 cycle/instruction X 1 ns = 1 second



Program p = one billion instructions Processor takes one cycle per instruction Processor clock is 4 GHz

CPU time = 10^{9 instructions} X 1 cycle/instruction X 1/4 ns = 0.25 second (4X faster)



Program p = one billion instructions Processor processes 10 instructions in one cycle Processor clock is 4 GHz

CPU time = 10^{9 instructions} X 0.10 cycle/instruction X 1/4 ns = 0.025 second (40X faster)

Example (Role of compiler/programmer)

Program p = one million instructions Processor processes 1 instruction in one cycle Processor clock is 4 GHz

CPU time = 10^{6 instructions} X 1 cycle/instruction X 1/4 ns = 0.00025 second (4000X faster)

A bit deeper

Program p has 10 billion instructions

- * 2 billion branches (CPI of 4)
- * 3 billion Loads (CPI of 2)
- * 1 billion Stores (CPI of 3)
- * Rest 4 billion, arithmetic instructions (CPI of 1)

Clock rate 4GHz, What is the execution time?

Which one ?

Processor IMTEL: CPI 2, Clock rate 2GHz Processor AND: CPI 1, Clock rate 1GHz

Assume compiler/ISA/... are the same.

IMTEL: 2 X 0.5 ns = 1 ns per instruction AND: 1 X 1ns = 1ns per instruction \bigcirc

Merci